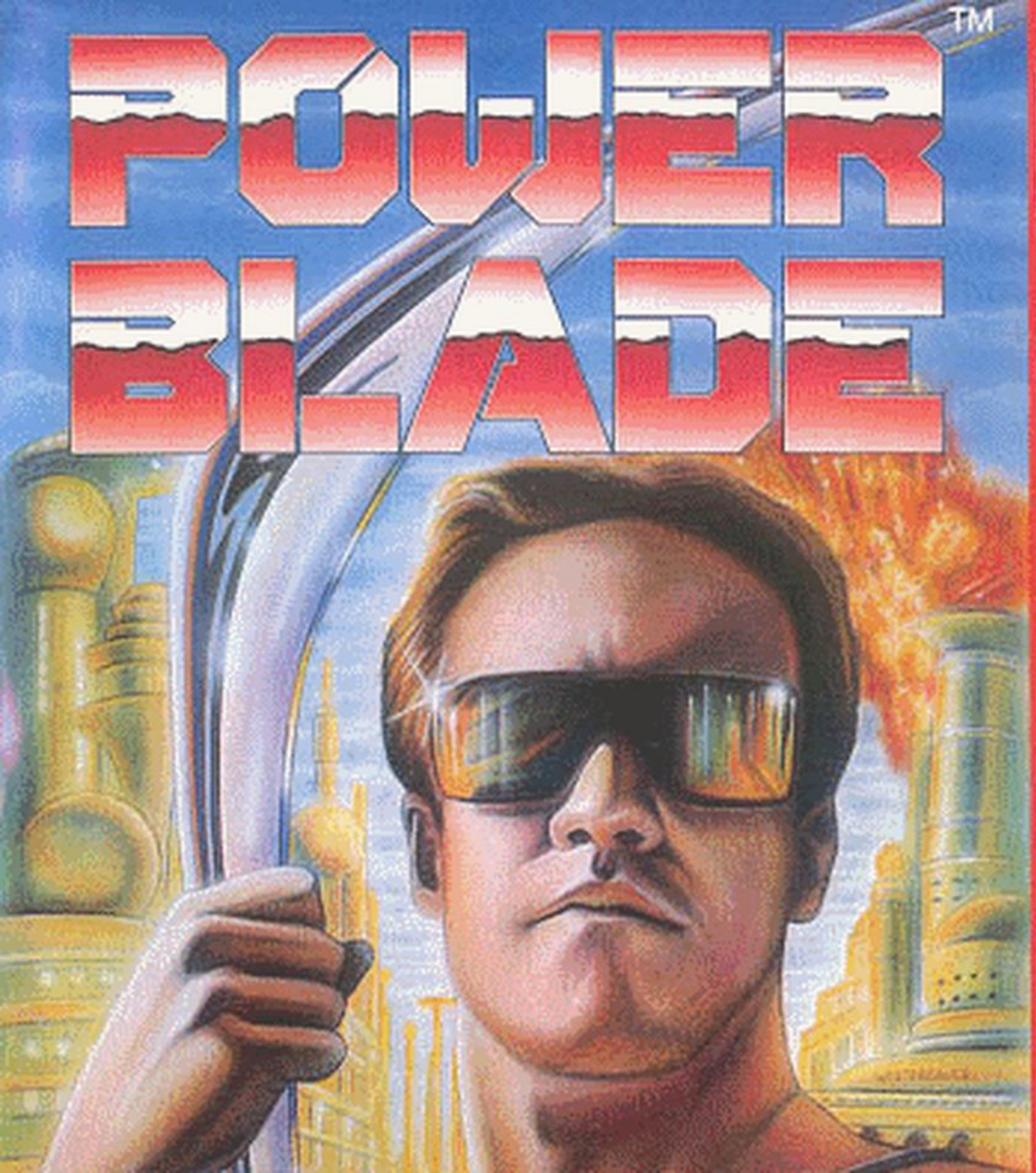
NES-7T-USA-2

POWER BLADE™



HOW TO PLAY

TAITO™

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⚠ WARNING: DO NOT USE WITH ⚠ FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with our Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games: other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for purchasing POWER BLADE™ from Taito®.
Before you begin your mission, please read this instruction booklet carefully and keep it handy for your future reference.

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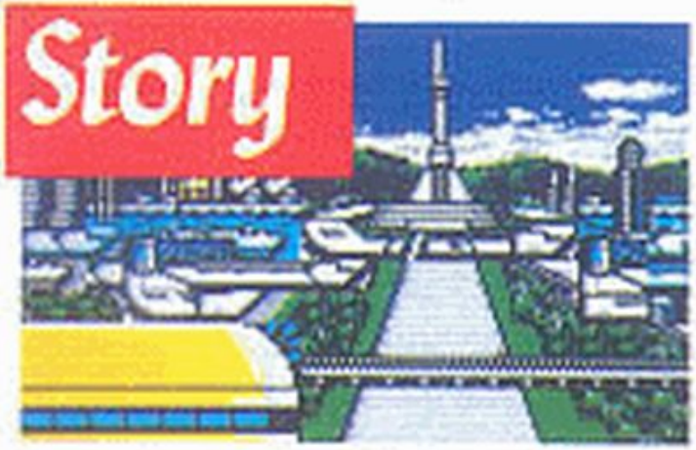
Story

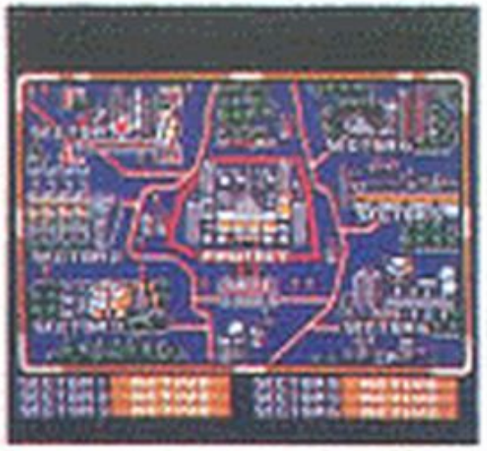


In the year 2191, New Earth is a near paradise, thanks to the Master Computer, which easily and quietly handles both mundane and complex chores. But today, while the Master Computer's Chief Security Officer, NOVA, is home watching a ball game — 'PASS! Pass, you —" POP! The TV goes blank, the lights dim, and the ventilator starts blasting hot air. Then the Red Priority comm-link in his watch starts flashing. "What the —" NOVA thumbs the go-ahead switch. It's his boss, ordering him to volunteer for a dangerous, one-man mission and to report right away. "Now can I guess what this'll be about," he mutters as he heads out.

NOVA learns that the Master Computer has been taken off-line by alien terrorists. His boss lays out the mission: Only NOVA, master of the legendary Power Blade, has a chance to get the "brains" of the Computer and restore Systems Control. The Master Computer has six Data Bases located in different Sectors. NOVA will have to enter each Sector and contact the local Agent to get an I.D. card. This card will let him into the Security Room outside the Data Base. He'll have to fight the guard inside, then withdraw the Tape Unit. After collecting all six Tape Units, NOVA must enter the Master Computer Control Center and battle the most dangerous guards. Then he must bring up the Computer.

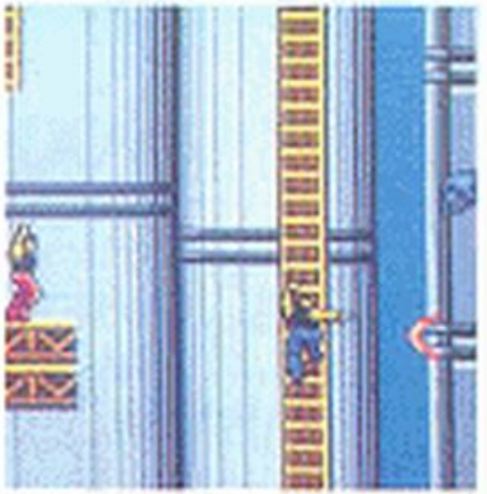
Objectives

To begin, select any one of the six Sectors, in whatever order you wish. In that Sector, you will be one man against an army of mechanized foes. Each has its own way of fighting, and all are equally deadly. So keep your eyes open for Power-Ups — you'll need them. Somehow you must win past all these tin soldiers and find the Agent assigned to that Sector. Only he can give you the specially coded I.D. card that will get you into the Data Base. Then you will have to find the Data Base, and enter the Security Room. A very powerful guard will be awaiting you, and unless he's defeated, you'll never get the Tape Unit. To enter the main Control Center, you *must* have all six Tape Units.



You can choose Sectors in any order, but you have to get through all six.

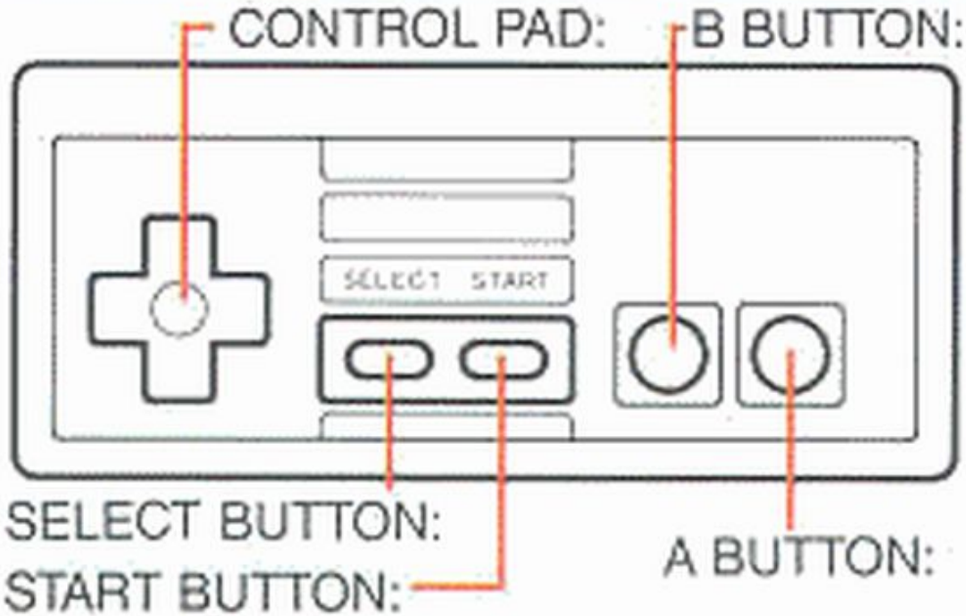
To maintain strength, collect Power-Ups, and destroy enemies to protect your your back.



Search high and low for your contact. You have to get that I.D. card!

To win the Tape Unit, the guard in the Security Room must be put on ice.

Use of Controller



A BUTTON:

To jump, push A. Hold it for longer jumps.

B BUTTON:

Punch B to use your weapon.

SELECT BUTTON:

Press this to toss grenades or use the energy tank.

START BUTTON:

Begins the game and Pauses. Switches between control screens.

CONTROL PAD:

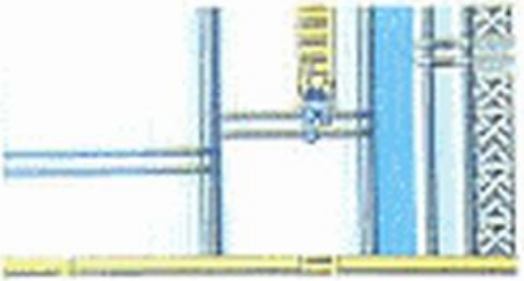
Use this to choose direction. Also aims your boomerangs. Select between grenades and energy tank on the Status Screen. Use it to choose Normal or Expert Rate of play, too.

Jumping and Shooting

JUMPING

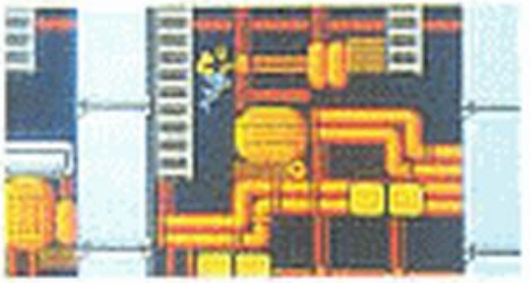
Jump to get on and off ladders. Hold A down to prolong a jump, and use Control Pad for direction while in air.

If you need to leap a long distance, hold A down and use the Control Pad at the same time.



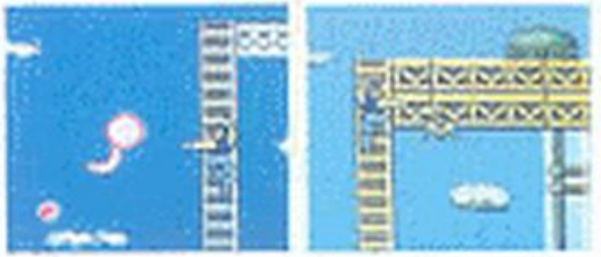
To get on a ladder, push A to jump. When your hand is near it, press the Control Pad straight up.

When hopping off a ladder, remember you can't go far. Hit A, and use the Control Pad for direction.

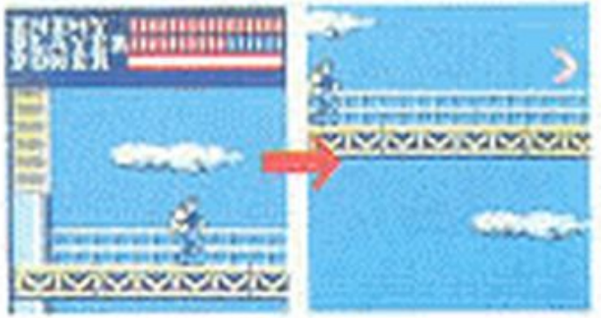


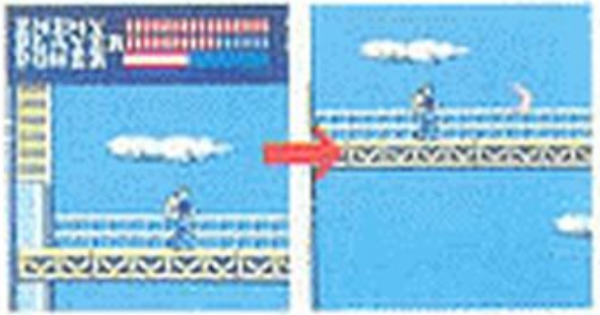
SHOOTING

You can throw your boomerang in every direction, except on the ladder. There you can only throw to the sides. In the girders, you can only punch.



To throw boomerangs at maximum power, your power meter must be fully charged.



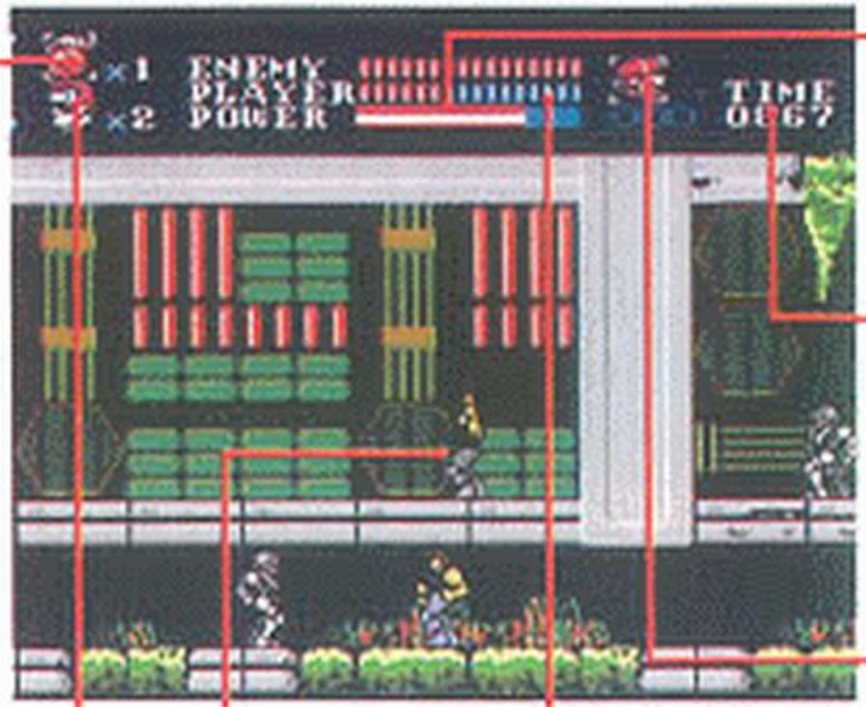


Screen Displays

PLAYING SCREEN: This is always at the top of the display, except when you switch to Status Screen. Playing Screen shows your energy level, how many grenades and lives you have left, how much time left, and the strength of the guard in the Security Room.

GRENADES AND ENERGY TANK

You'll choose either grenades or an energy tank on the Status Screen. The one you've picked will appear in the upper left corner of the Playing Screen. During play that item will pop up somewhere. You get four grenades, and will find one energy tank, per level.



POWER METER

When this meter is full, you have maximum boomerang throwing strength.

TIME LIMIT

Playing at Normal Rate gives you 999 seconds to complete a Sector; Expert Rate has only 300.

POWER SUIT

When in the Power Suit, you can take three hits without being damaged. This meter keeps track.

NUMBER OF LIVES LEFT

LIFE METER

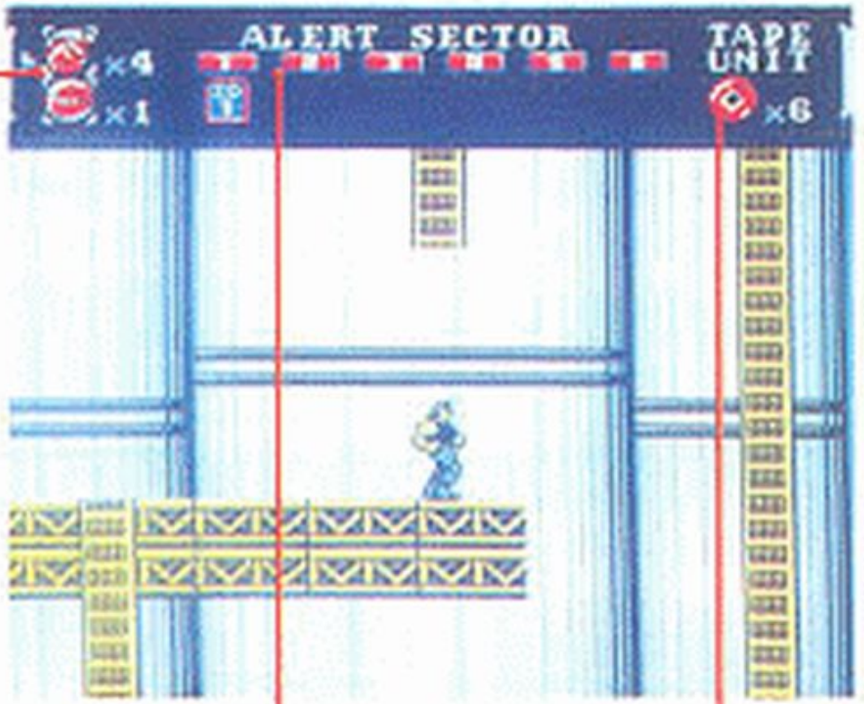
The Life Meter lets you know how many more hits you can take before losing your current life.

SECTOR CONTACT

STATUS SCREEN: When you press Start to bring up the Status Screen, the game is paused. While your enemies are cooling their heels, you can switch between having grenades or the energy tank available during play. You can also make a quick check of Sector and Tape Unit status.

CHANGING OPTIONS

Use the Control Pad to select either grenades or the energy tank, then hit Start to return to play. After you've found the item you chose in the Status Screen, press the Select button to use it.



ALERT SECTOR

The Alert Sector gives you a quick rundown of Sector Status. It will show you for which Sectors you have I.D. cards. And you can also see which Sectors you have downloaded.

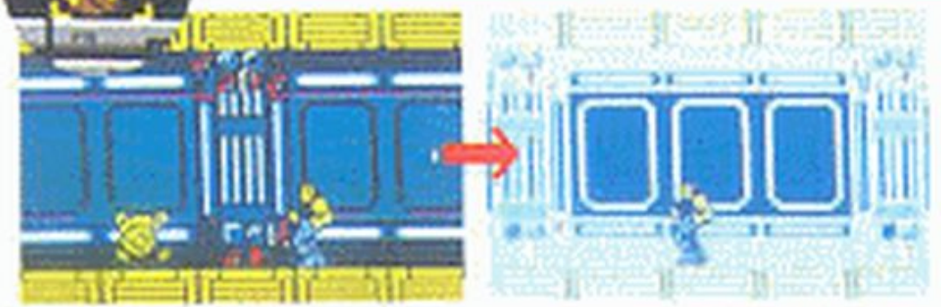
TAPE UNITS

This meter keeps count of how many Tape Units you still have to collect.

Items

A number of special weapons will pop out of an enemy after he's been shot. These items are very helpful, so try to collect them as soon as you see them — after a short time or once they're off the screen, they're gone. If you are hit while holding a Multi 2 or 3, or a Boomer 2 or 3, its power level will be lowered by one increment.

GRENADE

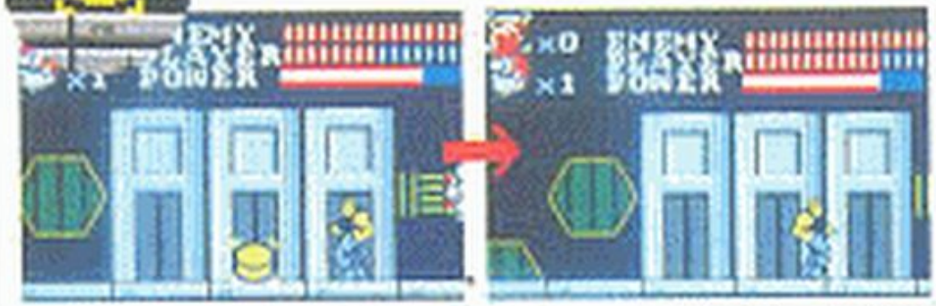


This is a very handy little weapon, though you only have four of them. When you hit the Select button, every enemy on the screen is damaged or destroyed.

STAR

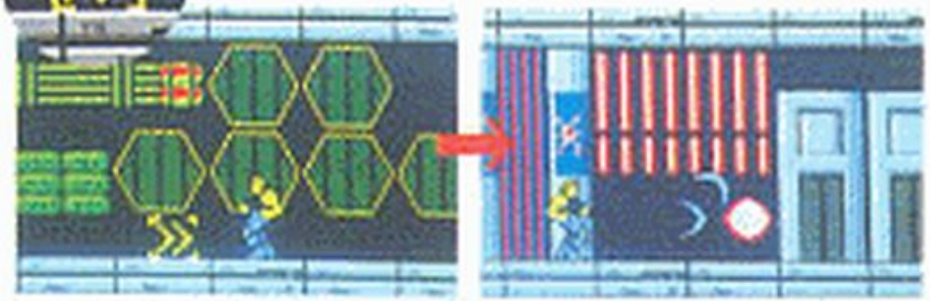
Catch this star, and it will increase your throwing power. You'll be able to throw boomerangs almost twice as far as you could before.

HAMBURGER



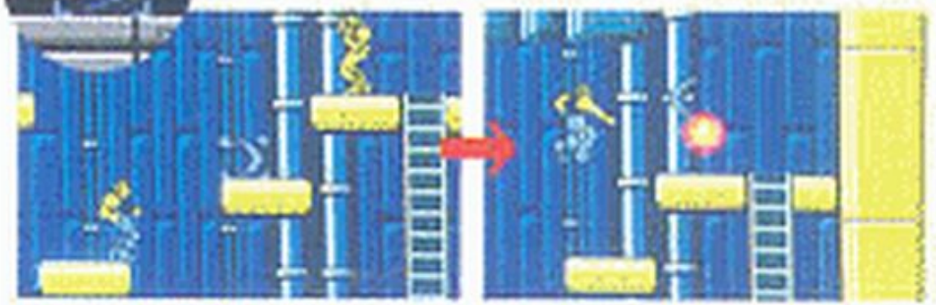
Delicious and nutritious! Not surprisingly, NOVA needs some chow to help him maintain strength. This hamburger will partially recharge the energy meter.

MULTI 2



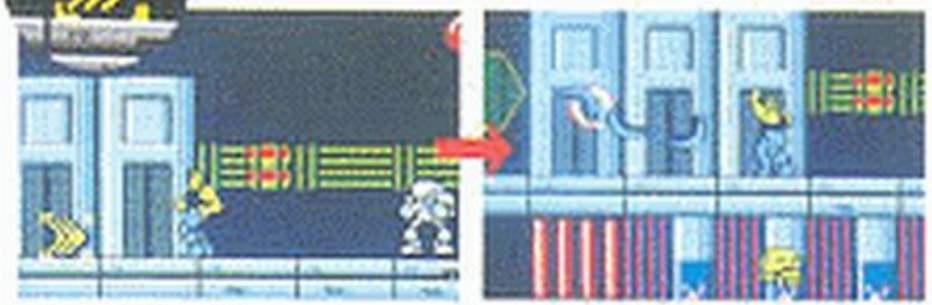
When you see two boomerangs fall out of an enemy, snag 'em. From then on you'll be able to have two boomerangs in the air at once — double the firepower.

BOOMER 2



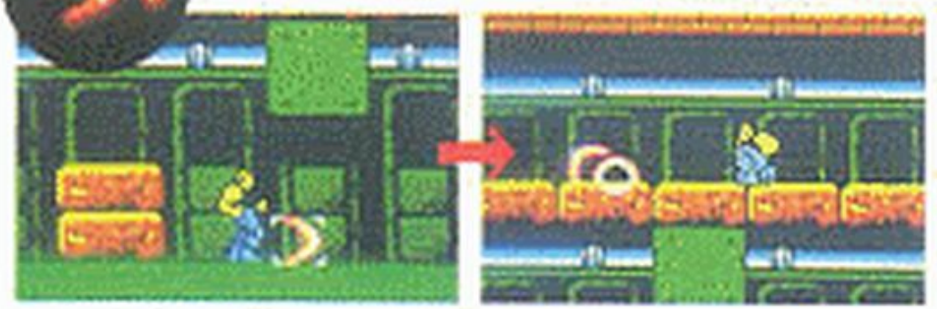
This single, gray-blue boomerang is more powerful than the one you started out with. Now if you get a Multi 2 or 3, this boomerang is doubled or tripled.

MULTI 3



Three boomerangs are better than two. When you pick these up, your throwing abilities are increased to keeping three boomerangs in the air at the same time.

BOOMER 3

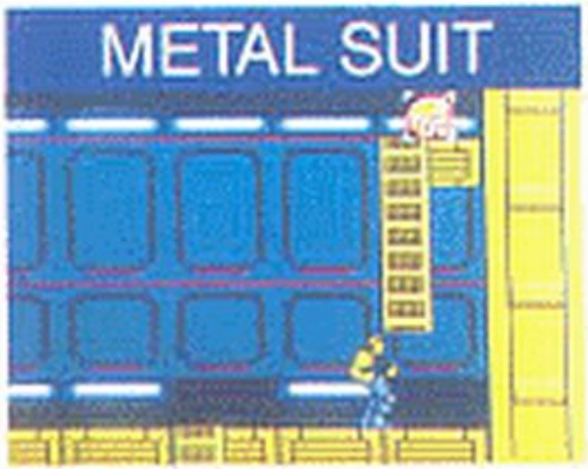


Big Red is the most powerful boomerang you can have, except for the Power Blade. You can double or triple this one too, with Multi 2 and Multi 3.

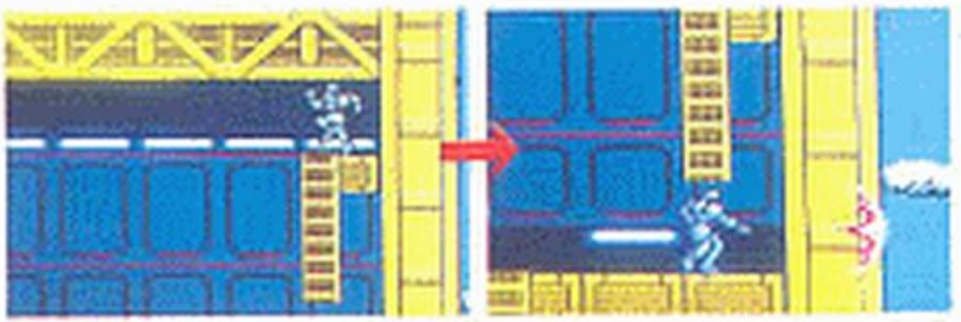
Specialty Items

No other weapons like these exist in the world because war has been abolished. NOVA is the one man on New Earth who can wear the Metal Suit and control the Power Blade, and who knows the secret ingredients of the Energy Brew (the skills an knowledge have been in his family for over 100 years). But he only dare use the Suit twice per Sector and the Brew once.

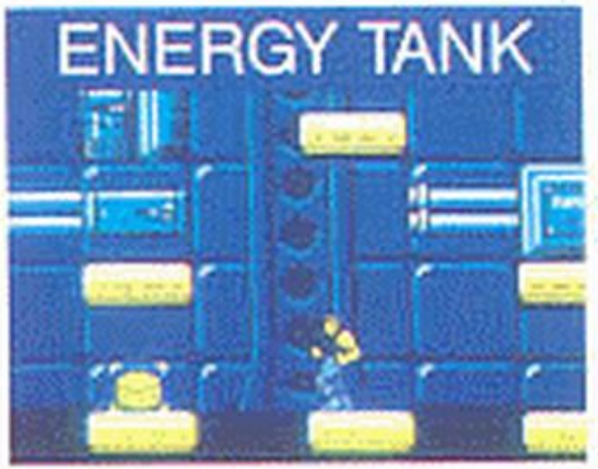
METAL SUIT



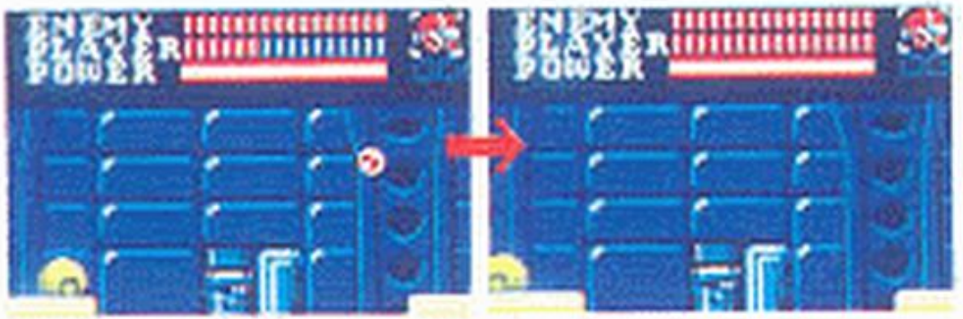
NOVA can only wield the Power Blade when wearing his Metal Suit for protection. He can withstand three deadly hits without loss of strength. The Power Blade slices through walls, but some enemies must still be hit more than once.



ENERGY TANK



In each Sector there is one Energy Tank (it's full of a special amino-protein enzyme fluid). Find it, and your power levels will be restored to full, no matter how low it was. Unfortunately, your energy will start dropping again when you're hit.



Continue and Password

To stop playing, but start at the same place later, save the Password that appears after your last life. To continue right away, select Continue, press Start, and you're back at the beginning. If you lose your 1st or 2nd life after meeting the Agent, you start again at the Agent.

NORMAL OR EXPERT RATE

You can choose to play on one of two skill levels. Use the Control Pad to select either Normal Rate or Expert Rate, depending on how your reflexes are feeling!

NORMAL RATE

When you play at the Normal Rate, you have 999 seconds to complete each Sector. At this level, when an enemy shoots you, you won't be thrown back (over edges, down ladders) by the blow.

EXPERT RATE

When playing at the Expert Rate, you only have 300 seconds to battle your way through each Sector. And beware long drops — when an enemy hits you, you'll be thrown back by the force.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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